

PHILIPS

# G7000

## VIDEOGAMES

CLUB NEWS

Issue No 2

Philips Electronics Video Division



## NOW YOU CAN MAKE BEAUTIFUL MUSIC— WITH YOUR G7000

Ever tried to pick out a tune on a piano—and envied people who can? Your G7000 can make you one of them!

Unique to Philips—the new  
'Musician' Videopac

Your G7000 is the only videogames system in the world offering an opportunity like this. Our 'Musician' Videopac—Number 31, now available at your dealer—has a full colour, plastic overlay which changes the G7000 console into a piano keyboard with 16 keys that stand out in relief. It comes in a tough, transparent acrylic case packed into a colourful cardboard box along with the keyboard overlay and an extensive, clearly written, step-by-step instruction book.

Learning the fun way

With 'Musician' you can learn to read, understand and play music, even if you have no previous knowledge of music whatsoever. If you

know a little, you can enjoy playing melodies and experimenting with the Musician Pac's playback facilities right from the start. Learn alone, or with the whole family, it's so easy that any age group can participate, from 5 to 95!

THE MUSIC TEACHER THAT'S  
ALSO YOUR METRONOME AND  
YOUR INSTRUMENT

As well as the 16 piano keys, 10 other keys control the various basic functions of the programme, such as playback, erase, change beat. The octave switch actually lets you hear the notes of 28 piano keys by changing the octave of the keyboard. You'll find the overlay keyboard a delight to use—its special design ensures light finger contact when playing, and enables you to feel the individual keys whilst you look at the TV screen.

**INSIDE!**

OUR  
LATEST EXCLUSIVE  
SPECIAL OFFER

**PLUS**

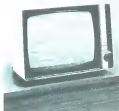
A 4-PAGE SUPPLEMENT  
WITH DETAILS  
OF EIGHT  
NEW  
VIDEOPACS!!!

### How can it teach theory?

'Musician' makes it possible to play, edit and play back all kinds of simple tunes. A staff is displayed on the screen; as each note is pressed on the keyboard it immediately appears on the correct line or space on the staff, with simultaneous display of its name (C, D, E etc.). Once your fingers are used to the feel of the keyboard you can learn to sight read music straight from the TV screen. At the touch of the 'scale key' your G7000 will generate a full scale automatically when a ground tone is selected. And the tones you hear are so accurately tuned you can use them as a guide for tuning other instruments.

### Compose tunes, store them away, edit them

The memory has a recording and playback capacity of up to 81 tones, and during playback the correct notations appear on the screen complete with sharps, flats and naturals. You can then edit your tune as you please—tones can be deleted and others added, the pitch or length of tones can be changed, rests can be shortened or prolonged—or the whole tune can be transposed in a different key.



### Built-in metronome

Set at 90 beats per minute, 'Musician' pac's metronome can be varied to any tempo from 20 to 199 beats per minute. So you can gradually increase your playing speed as you become more proficient, or play tunes in varying tempos. The tempo can be similarly varied during playback of tunes already recorded, or you can play back in another octave, either in a continuous loop or tone by tone.



### Test yourself as you go along

To check your progress the G7000 will ask you to replay note by note what you have just recorded—and it will display the notes in succession on the screen. Alternatively, you can choose to replay one of the 3 tunes prerecorded in the cartridge: 'Sur le Pont d'Avignon', 'Muss I' denn' or 'Lamhouse Blues', or a random choice of notes that the G7000 will give you. If you get it right your melody will be played back in an endless loop as a reward!

### Your G7000 as an instrument

Play anything you want—and then play it back on an endless loop as an accompaniment to other instruments. If you own a tape recorder, you can build up quite a library of your very own compositions!

So your Philips G7000 can teach you the art and skills of music entirely at your own pace—and give you a lot of fun and entertainment while you do it.

The amazing new Videopac that makes it possible will cost you around £30 all-inclusive. It could be the most worthwhile investment you and your family make this year!



# Our latest great offer

## Exclusive to Club Members



A TV/AERIAL COMBINER only  
£1.60 plus p-p!!

It costs around £3 at your dealer—but to Club members our special price is just £1.60, plus 25p postage and packing. The price is inclusive of VAT, and the offer is only available by post.

### What does it do?

This very useful piece of equipment means never having to grope blindly around the back of your set to replace the TV aerial with the input to your G7000! It fits into the aerial socket and incorporates a switch, at the mere flick of which your set is linked either to the aerial or the console input.

### WATCH OUT FOR FUTURE OFFERS

As a G7000 Videogames Club member you'll be in line for an expanding range of money-saving offers as the Club grows. The offers will be at the cost price to us and completely exclusive to members. They simply won't be available at our price elsewhere—so you'll find your once-and-only Club membership fee will turn out to be an excellent investment!

*Please note: The Club does not directly sell or exchange Videopacs.*

### Write for yours right away

Write to the Club address marking your envelope 'Special Offer Number 2', quoting your membership number and enclosing a cheque or postal order for £1.85 made payable to the G7000 Videogames Club. The offer closes on 7th December 1981.



## Name our mascot

### We're offering a special prize

You've already met him playing videogames on your TV screen, and on our Club badges and T-shirts. Around the Club office we've been calling him 'Fred'—an excellent name to be sure—but we think you may be able to do better! You'll be seeing more of him in our children's section in future, and he may even star in his own strip cartoon. So it's important he has the name that best suits his character.

### What do you think?

Write to us at the Club address marking the envelope 'Name the Mascot Competition', not later than 7th December 1981, with your suggestion. If you include an imaginative character profile for him, so much the better! As a tie-breaker, include with your entry six words which you think best describe the G7000 Videogames system.

### And the prize?

A G7000 Videogames Club outfit! There's a stylish jacket with elasticated ribbing at cuffs and waist, in crisp, hardwearing nylon, fashionably lined with warm cotton towelling. This bomber-style jacket is all-white, with the Club motif on the front. With it goes a long-sleeved, fleecy-lined Club sweatshirt, plus a T-shirt.

### NOTE TO ALL MEMBERS

All Club garments will be available for sale at great-value prices in the near future. More news of this in our next issue.

# G7000 VIDEOGAMES CLUB— OFF TO A GREAT START

## Wogan's Winners

The occasion: the recent launch to top dealers of the G7000 Videogames Club. We felt it was important that dealers should be forewarned of the need to maintain maximum stocks of Videopacs—including all the new ones described in this issue—for you, the members of our brand new Club. So the scene was set in London's latest and hottest nightspot—Stringfellows in St. Martins Lane. It was a glittering occasion indeed—with a glittering cast presenting our brand new Club to the assembled company—namely TV Personality Terry Wogan and our own Dave Martin!

Between them they left no doubt in anyone's minds that the Club will be a huge success—with a lot of laughs being had along the way!

Terry and Dave outlined the aims of the Club to keep members updated with details of new Videopacs and developments in the G7000 system, to make sure they know which dealers are stocking our full range of Pacs, to offer regular money-saving opportunities, and soon to set up regional clubs where members can meet (and try to beat!) other G7000 owners in their area.

**Terry loses—and 6 charities win \$600!**

Just to prove that any 'eejit' can handle the controls of the G7000, Terry challenged all-comers. Philips was offering £100 to the favourite charity of anyone who could beat him—and 6 of them were \$600 better off between them by the end of the afternoon!

Altogether, a good time was had by all. And a great new Club was launched.



Photo 'A'



Photo 'B'



Photo 'C'

**A** Terry Wogan in the plain wrapper and Dave Martin (packaged by Philips) set the big-screen scene.

**B** Our Technical Manager, Jack Donnelly, gives Terry a few pointers.

**C** Andrew Brown, son of Maurice Brown of L.W. Cole, Luton, proves that kids win every time.



Photo 'D'



Photo 'E'



Photo 'F'



Photo 'G'

**D** After Cosmic Conflict—the light of battle still in his eye—Terry fights it out over a chicken leg with Len Hornidge, of Philips Video, Leeds.

**F** "Watch me closely, now!" Sue Pearce, of Video for Leisure magazine, learns a trick or two

**E** Mike Norman, of Tele-Electrical Services, Bridgend, Mid-Glamorgan, shows us what he thinks of Terry's solo attempts

**G** Terry and Paul Felton-Edwards of Eless Mor Ltd., Dundee, get down to some serious competition

# Why do people play games?

Starting in this issue, Dave Martin looks back on the history of game-playing, from the earliest on record—found described on the walls of tombs in the Pyramids of ancient Egypt, and dated at around 4,000 BC—to the 20th Century and the G7000's amazing capacity for games of all types and complexity

All games, from the Roman gladiatorial games to a quiet round of cards or charades played in the parlour on a Sunday afternoon, are imitations of real life situations. This is equally true of physical or mental contacts, games of chance or of combinations of any of these. The activity of playing games is not only a means of occupying leisure time in a meaningful way, it is also the expression of an instinct, for play is far older than culture.

The type and number of games which are available to play are almost limitless. Broadly speaking one can classify them into several areas—

1. **Board Games**—Games which are played on a surface of some kind and which are governed by definite rules and procedures such as Chess, Draughts, Backgammon, etc
2. **Sports**—Both indoor and outdoor the list is enormous—Ten-pin Bowling, Football, Snooker, Table Tennis etc

3. **Object Games**—Games which require tools for play—Cards, Dominoes, Marbles etc.
4. **Indoor Games**—Games which require only people—Charades, Guessing games, Chasing, Catching Games etc.
5. **Mind Games**—Mathematical Games, Word Games (anagrams)

All these games can be generally subdivided into areas such as Games of Alignment and Configuration, War Games, Hunt Games and Race Games all embodying experience from the World's past history.

Now for the first time ever, all these types of games have come together in one unit—The Philips G7000 Video Computer. This revolution has been made possible due to the amazing advances over the last few years on micro electronics which have come together and enabled a machine with all the sophistication of the Philips G7000 to be made

The games available in the Philips Video Game System cover almost every type of game available with occasional variation made possible by the computer, such as Noughts and Crosses where you can never draw, one person must win! The G7000 can be called first generation television games in that they are real games which have been transcribed on to the Video screen. In the years to come we will see specific games designed for television only in line with the Video age we are now entering.

The history of Video-type games is fairly short. Some few years ago, in 1972, the first Ping Pong game on television appeared. These developed into slightly more sophisticated Ping Pong games offering Tennis, Squash and other types of ball games. Some five years ago the Video Computers came into existence combining all the different variations of games into one machine, making it into a "Games Compendium"

*In the next issue Dave will be looking at how games have been developed—both modern games as well as ancient ones*



## SPOTLIGHT ON A GREAT GAME

No 15

# SAMURAI

**The longer-lasting game—with 21 variations!**

Similar in concept to the boardgame 'Othello', our Samurai Videopac adds colour and excitement to this absorbing, mind-stretching game.

**Home alone? No problem!**

Although great fun for two against each other, unlike a boardgame Samurai gives you the chance to play by yourself—with the ever-alert G7000 as your opponent. The varying skill levels built into the programme ensure you an excellent game no matter how proficient you become,

but the moves are simple enough to give children hours of fun.

**How to play**

This is a game of manoeuvre and capture—*you* and your opponent playing alternately and trying to capture each other's discs. You trap your opponent between one of your own discs and an empty square and zap!—his disc changes to your colour. You can move horizontally, vertically or diagonally, and can capture any number of discs in a continuous line. There are some interesting tactical plays—like knowing which are the strongest squares—

and variations include being able to capture in one direction only

**Special features**

A time-clock is displayed so that the stronger player can be given a time handicap. As you play the computer keeps you informed on all counts—the time limit for the stronger player, the number of pieces taken by each player, the number of moves made, and whose turn is next.

Samurai is a great favourite around the Club office. Try it—we think it'll be one of yours, too.

# WANTED

## YOUR FRIENDS AS CLUB MEMBERS REWARD

A G7000  
VIDEOGAMES  
CLUB PEN  
& that's just for starters!

The more members we have, the more fun it will be when we set up our regional branches. So when your friends drop in for some G7000 videogames fun—join 'em up!

The rewards get even better . . . On receipt of the first application form for a new member introduced by you, we'll send you our classy Club pen by Sheaffer. Each subsequent member will qualify you for a further reward—we'll announce the details in our next issue.

### This is how it works

Ask your friend to pick up an application form from your local dealer (it might be an idea to keep a hatch at home to save several trips). He or she then completes it and forwards it to us with a cheque or postal order for £2 to cover the membership fee, PLUS a covering note giving your name, address and membership number as the member who performed the introduction.



## YOUNG VIEW

the column for our younger owners

Our first letter is from Mrs P Speranza, of Brushfield Street, London E1, who writes on behalf of her son.

*Having joined the video club on behalf of my son, he was delighted to receive the badge and keyring. I would love to see a larger section for children in lading competitions for them.*

*Also hopefully it will be easier to obtain cassettes now, you have a very impressive list of dealers but unfortunately most of them either do not stock the cassettes or have a very poor selection of them.*

*Thank you also for starting your offers with the cassette holders. They are just the thing that is most needed to keep the games in good order. Hopefully they will all say he around for new cassettes bought in the old wrapping.*

*Good luck for the future of the club.*

A larger section for children is just what we have in mind, Mrs Speranza, and the next Newsletter will also feature a competition specially for them. Concerning your problem with obtaining Videospaces—should you find a dealer on our list who does not stock our range please tell us at once and we'll take action.

All Videospaces mentioned in this Newsletter will be packed in the new acrylic box.

A game suggestion from Ian Dickinson, of Plains Farm Close, Mupperley Plains, Nottingham:

*I have come up with an idea for a new videospace. It's one for all the horse-racing fans. It is a game where a set number of fences needs to be jumped either against an opponent or the computer. The horse will only clear the fences if the action button is pressed at the right moment. The more you push the handle to the right the faster the fences come at you, plus the added extra there is no need to go to the bookies to bet on the winning horse.*

We're not so sure about the betting part, but other than that—a great idea, Ian!

Wayne Greaves (11) of Neeth Parade, Ashby, Scunthorpe, South Humberside, sent this witty ditty. Perhaps he should set it to music with our new "Musican" Pac!

*G7000 the game I like  
It's even better than my bike  
There are lots of good tapes  
That's even better than Jeff's tapes  
My brother Don likes tape number one  
My sister Sue likes tape number two  
My Dad Clive likes tape number five  
And my Mum from Devon likes tape number seven!*

Well, Wayne, we knew G7000 was hard to beat. And with our NINE new Pacs Your collection's complete—so far!



THE FENCES  
KEEP COMING  
AT RIDER

